

# WEST Search History

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DATE: Thursday, December 30, 2004

<u>Hide?</u>	<u>Set Name</u>	<u>Query</u>	<u>Hit Count</u>
<i>DB=PGPB,USPT,USOC,EPAB,JPAB,DWPI,TDBD; PLUR=YES; OP=OR</i>			
<input type="checkbox"/>	L27	L26 or l21	7
<input type="checkbox"/>	L26	L22 and ((sort\$ or group\$) near9 edge)	4
<input type="checkbox"/>	L25	L22 and ((identif\$ or find\$ or detect\$) near9 (sharp or silhouette))	1
<input type="checkbox"/>	L24	L22 and ((identif\$ or find\$ or detect\$) near9 ((sharp or silhouette) near edge))	1
<input type="checkbox"/>	L23	L22 and ((identif\$ or find\$ or detect\$) near9 sharp edge)	1
<input type="checkbox"/>	L22	L20 and l15	64
<input type="checkbox"/>	L21	L20 and ((alias\$ or (discontinuit\$ near edge or boundar\$)) near9 silhouette)	4
<input type="checkbox"/>	L20	L16 or l11 or l8 or l7 or l6	118
<input type="checkbox"/>	L19	L16 and l12	1
<input type="checkbox"/>	L18	L16 and ((silhouette near7 clip\$) same discontinuit\$)	1
<input type="checkbox"/>	L17	L16 and l8	1
<input type="checkbox"/>	L16	L15 and l9	64
<input type="checkbox"/>	L15	((overdraw\$ or redraw\$) near9 (edge or boundar\$))	194
<input type="checkbox"/>	L14	L12 and ((overdraw\$ or redraw\$) near9 (edge or boundar\$))	1
<input type="checkbox"/>	L13	((silhouette near7 clip\$) same discontinuit\$)	1
<input type="checkbox"/>	L12	L10 and ((sort\$ or group\$) near9 (edge or boundar\$))	176
<input type="checkbox"/>	L11	L10 and (((triangle or polygon) near9 (intersect\$ or overlap\$)) same sharp near edge)	2
<input type="checkbox"/>	L10	L9 and (render\$ near7 edge)	1529
<input type="checkbox"/>	L9	((determin\$ or detect\$ or identif\$ or find\$) near12 (edge or boundar\$))	197161
<input type="checkbox"/>	L8	L3 and l5	39
<input type="checkbox"/>	L7	L3 and l4	12
<input type="checkbox"/>	L6	L5 and l4	5
<input type="checkbox"/>	L5	((antialias\$ or supersampl\$ or oversampl\$) near9 (edge or boundar\$))	485
<input type="checkbox"/>	L4	((sharp edge or discontinuit\$) near9 (determin\$ or detect\$ or identif\$))	7004
<input type="checkbox"/>	L3	((triangle or polygon or primitive) near9 edge) same ((alias\$ or discontinu\$) near5 edge)	161
<input type="checkbox"/>	L2	((sharp near edge) and (silhouette near edge) and (anti\$alias\$ near7 (edge or line)) and ((polygon or primitive) near9 (mesh or tile)))	1
<input type="checkbox"/>	L1	((sharp near edge) and (silhouette near edge) and ((sort\$ or group\$) near9 edge) and render\$)	3